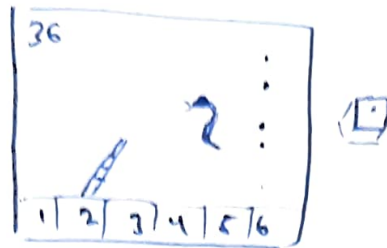


Snake And Ladder game → Concept And Coding

- ① Rough Flow → To get requirements from Rough flow & Object Identification.

Board → $n \times n$



Requirement Identification

- ① How many dice we should assume?

→ 1 ~~but should~~ for now, But should be scalable

- ② How many Snakes & Ladders in game?

→ Setup time we should be able to dynamically define.

~~③ Winning Condition~~

- ③ Winning Condition

→ Any one wins, game finish ✓

→ or till two players lost.

Object Identification

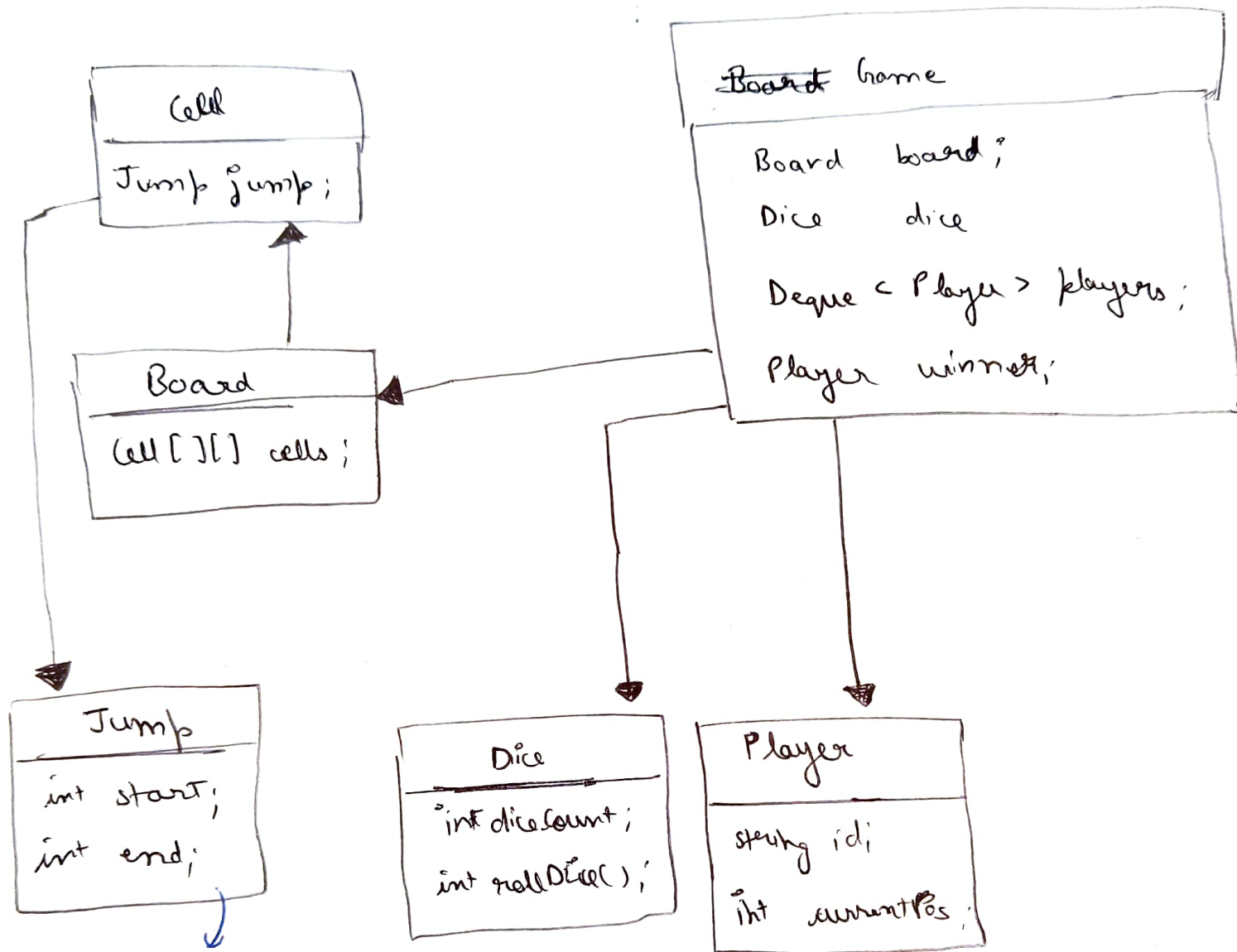
→ dice

→ Snake, Ladder

→ Board

→ Players

→ ~~cells~~ Cells



Snake / Ladder